HOW TO PLAY

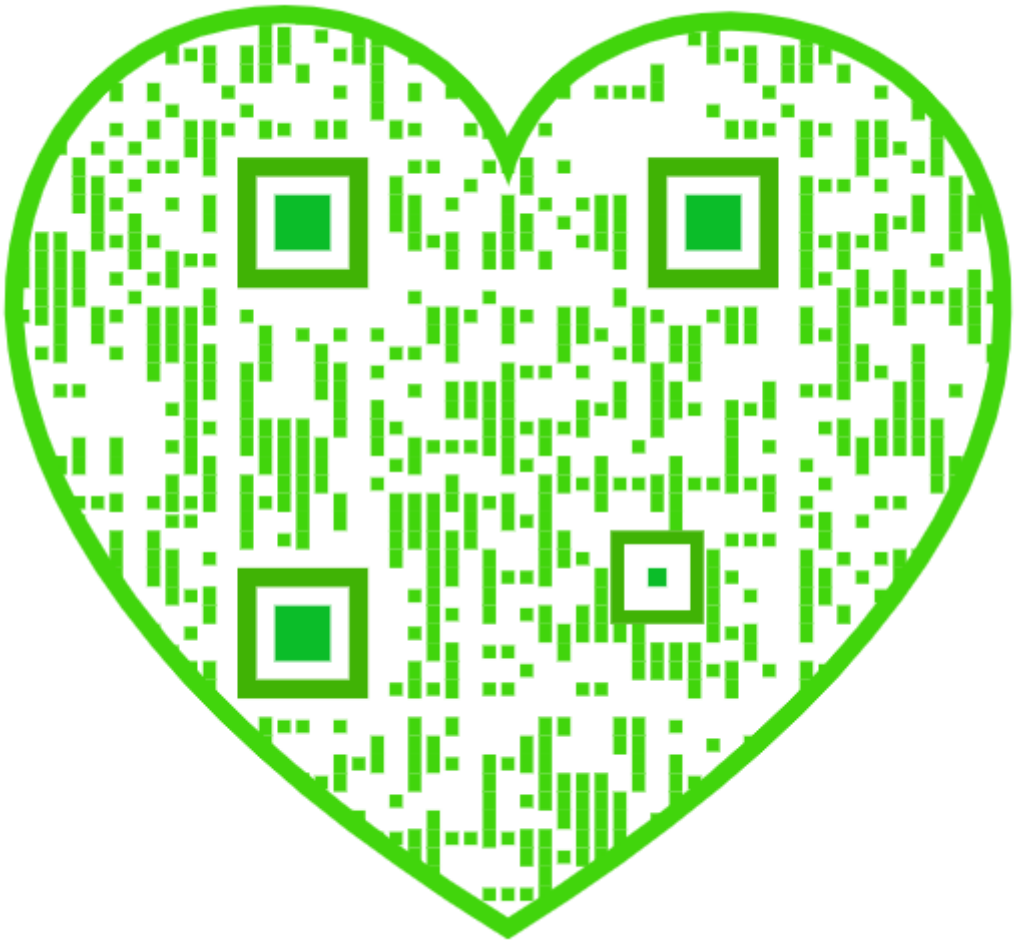
CROQUÊT.

FIELD CROQUÊT.

Parlor Floor Croquêt.

Parlor Table Croquêt.

BOSTON:
ADAMS & CO., 25 BROMFIELD STREET.



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HOW TO PLAY CROQUÊT.

A

NEW POCKET MANUAL

OF

Complete Instructions for American Players.

ILLUSTRATED WITH

ENGRAVINGS AND DIAGRAMS.

TOGETHER WITH

ALL THE RULES OF THE GAME; HINTS ON PARLOR-CROQUÊT, AND A GLOSSARY OF TECHNICAL TERMS.

Entered according to Act of Congress, in the year 1865,

BY ADAMS & CO.,

In the Clerk's Office of the District Court of the District of Massachusetts.

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Father has signed the pledge; and we
Are happy, light, and gay."

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To sing that well-remembered strain!
I feel once more a mother's kiss;
I dream I am a child again."

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ADAMS & CO., PUBLISHERS,
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HOW TO PLAY

CROQUÊT.

First Words.

"CHARMING!" is the universal exclamation of all who play or who witness the playing of Croquêt. Its origin, though recent, is shrouded with a veil of mystery, this fact alone imparting to the game an additional degree of interest.

Whence it came, by whom invented, or why called "Croquêt," are questions as unanswerable as the authorship of the attack on the celebrated Mr. Patterson. Like that, however,

it is a great hit; and its devotees do not trouble themselves much about "wherefores," being content to know that it is at once a very simple and a very charming sport, since its points may be learned in once playing, while the thousandth game is as new and as fascinating as the first.

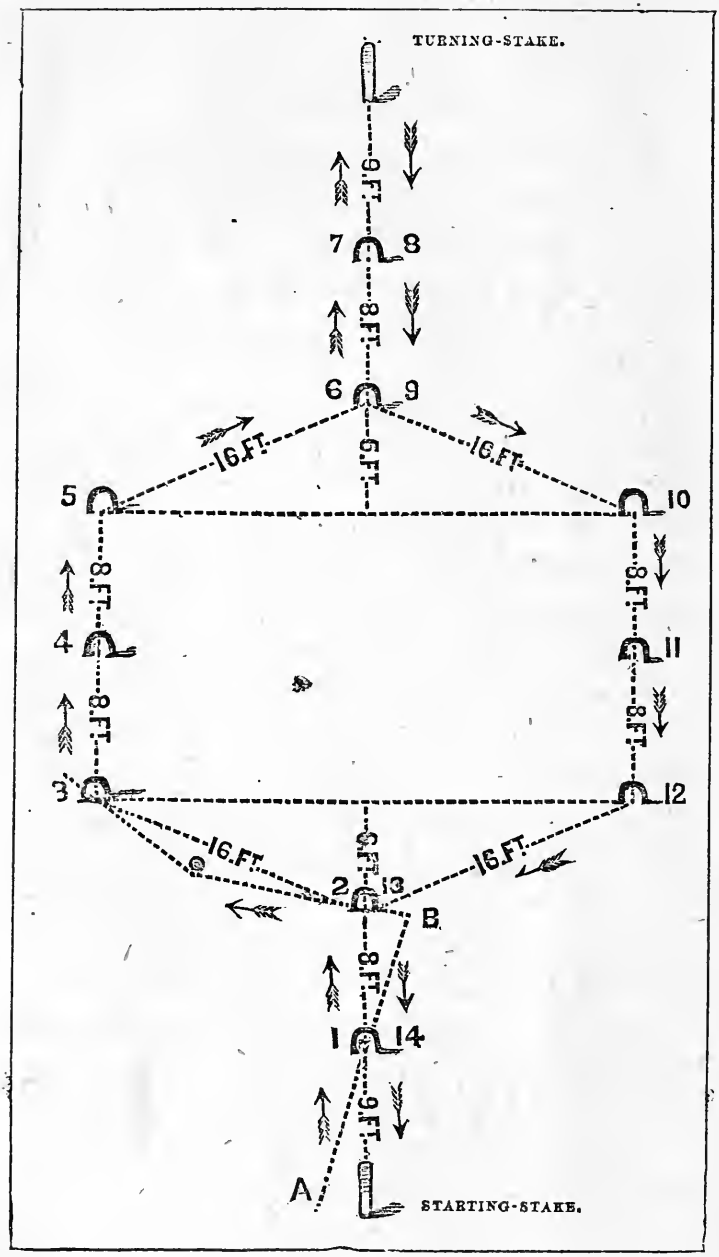
Its claims upon public favor are many, and are daily becoming well substantiated. Introduced into England a few years since, it captured at once the popular taste, and became immediately the fashionable sport of the realm. It soon found its way across the ocean, and presented to the American people such a fair and pleasing appearance that it was welcomed as a friend, and invited to stay, which invitation it seems most decidedly inclined to accept; and we may, therefore, expect to see Croquêt grounds from one end of our country to the other, the hoops planted, the mallets swinging, and the balls croquêtting in all directions.

One prime feature of this new game is that it is an outdoor sport in which ladies and gentlemen may alike engage. Hitherto, while men and boys have had their healthful means of recreation in the open air, the women and girls have been restricted to the less

exhilarating sports of indoor life ; or, if they ventured out, all the participation in the healthful out-door amusement and exercise they could indulge in was the tame and unsatisfactory position of mere lookers-on.

It is not to be wondered at, then, this being the state of things, that Croquêt should meet with so warm and universal a welcome. It comes as an outdoor sport for ladies, misses, and even little children, — for the rich and the poor, the strong and the weak, — easily learned and always intensely interesting and attractive.

We shall endeavor, in this "New Manual," to make all its points clear to every understanding, so that persons of every age, from the youngest to the oldest, may easily become proficient in a mode of amusement which cannot fail to be to them an inexhaustible source of health and happiness.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STARTING-STAKE.

Implements Required.

The implements required are as follows: —

Eight Balls.
Eight Mallets.
Ten Arches, or Hoops.
Two Stakes, Posts, or Pegs.

These may be simply constructed of ordinary material; but if the game is to be established as a permanent institution, and the players wish to engage in it correctly, and on what may be called "scientific principles," a good degree of attention should be paid to the material, size, shape, and proportion of them. A nice, well-made set of these, kept in good order, always at hand, we have no doubt will soon be considered indispensable in every well-ordered family. When one considers how much real enjoyment and healthful exercise can be derived from such a collection of simple articles, that they are a protection from evil influences by keeping all the members in the household ranks, and that with rational amusements at home, no one will be inclined to seek irrational ones abroad, we think a great inducement is presented for the general adoption of Croquêt.

The Balls: their Material, and how to make Them.

Among foreign hard-woods, sound Turkey boxwood is excellent for Croquêt-balls, and is used by those who wish and can afford a tip-top article without regard to expense. But our American forests furnish a wood, equally valuable for making the balls, at a much less cost. This opinion has been confirmed by every good player who has used balls made of rock-maple. This wood possesses sufficient strength and elasticity; and, when used with a suitable mallet, is of the proper specific gravity. The experience of players has therefore led our best manufacturers to employ rock-maple; and purchasers invariably choose a set made of it, unless a high-cost set is wanted, when boxwood is called for.

Roundness in a Croquêt-ball is an indispensable quality, and any wood that will not preserve that form is unsuitable. If made of any other material than one of those we have mentioned, the balls become indented after very slight usage; the structure of the wood yielding beneath the repeated blows of the

mallet, thereby impairing their spherical truth.

The diameter of the ball should not be less than three and three-eighths inches; its circumference thus being a fraction less than eleven inches. Some English players, and nearly if not quite all of the London clubs, maintain that the ball should measure three and five-eighths inches in diameter; but, as this size involves the use of a large and heavy mallet, the three and three-eighths diameter will be found the most desirable.

As we have intimated, an exact spherical form must be insisted upon, therefore, whether you turn the balls yourself, have them turned, or purchase them of a regular dealer, this feature must be looked after and secured.

After the balls are turned, they should be well painted and varnished. The best and most attractive manner of painting the balls is to paint four *dark*, and four *light*. The dark balls are as follows: one blue, one black, one brown, and one green; and the light balls: one white, one yellow, one orange, and one red.

The Mallets: their Material, Form, and Size.

The material of which the mallets are made should be the same as that of the balls. Their weight should be in exact proportion to that of the balls with which they are to be used, so that the latter will yield freely to the blow given to it by the player.

Various forms of mallet-heads have been used by Croquêt-players. The shape of those made by most manufacturers is such, that they are not valuable for service.

Patented June 29, 1869.

The mallet here represented is four inches and three-quarters long, and two inches and one-half in largest diameter. It is the nearest perfection in simple elegance, and is almost indestructible. We have seen them that have been in constant use for two sea-

sons *without a fracture.* Besides these indispensable qualities for a good game, it balances very nicely in the hand; and a true and scientific blow can be struck with perfect ease.

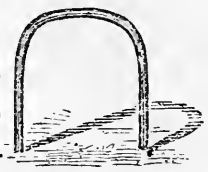
This shape is not so attractive, but is good for service, and should be found in all low-priced games. Outside of these styles, there is no other shape that is worthy of use; as an elaborately ornamented outline soon becomes disfigured by "chipping off" after a few hours' use, and is then more unsightly than the rudest turned.

The handle of the mallet should be made of straight-grained, well-seasoned wood, ash being considered best for the purpose. Its length should be about three feet; its diameter at the upper end about one inch, gradually decreasing to about three-fourths of an inch at the point where it enters the head. It should be turned smooth, and nicely polished, circular indentations upon that part held in the hands being desirable.

For the sake of uniformity and convenience, as well as for the purpose of distinguishing the players, the handle of each mallet should be painted the same color as the ball to which it belongs.

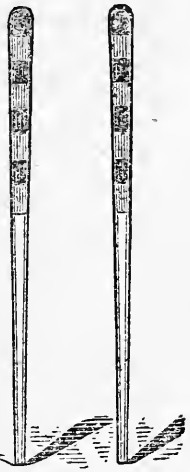
The Arches: their Material, Form, and Size.

The arches, which are also called "hoops," should be made of round iron rod; square or flat not being suitable, as it is apt to indent, or otherwise injure, the balls. For each arch you wish to make procure a piece of rod thirty-six inches in length, and one quarter of an inch in diameter. Bend it in the form of an arch as here shown, the distance between the prongs being ten inches. This will allow the points of the arch to sink in the ground several inches, leaving the space above about twelve inches in height. The prongs should be perfectly straight, with their ends pointed, so that they may be easily fixed in their positions. Paint the arches white in order to cause them to be easily seen, — a matter of no small importance to players, especially



when the close of a game is continued, as is frequently the case, in the dusk of evening.

The Stakes.

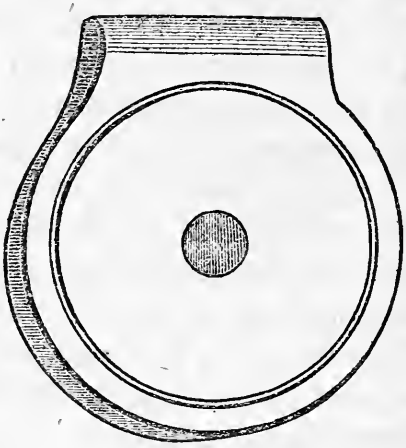


The stakes are sometimes called the "starting or turning pegs," and also "posts." Any good straight-grained hard-wood is suitable for them; ash being preferred. Each stake should be two feet in length and one and one-eighth inches in diameter, or about that. It should be smoothly turned, nicely polished, rounded on the top, and pointed at the lower end, so that it may be easily fixed in the ground. Rings of the colors corresponding with those of the balls should be painted on the upper part of each stake, — a dark and light color alternately.

The Clips.

Some players employ what are termed Clips, or Markers, to indicate their progress in the game. In our estimation, these are useless incumbrances, which no player in earnest would use, or care to be troubled with, and

which cannot be satisfactory as umpires, since the placing of them may often give rise to new disputes. As they do not generally accompany the set as it comes from the maker, we here give a cut of one.



CLIP, OR MARKER.

It is formed of a piece of metal bent over, the space between the sides being the width of the rods forming the arches. It is painted to correspond with the player's ball; one marker, or clip, being assigned to each player at the commencement of the game A circular mark on one side (see illustration) indicates the direction in which the player is proceeding. The clip is intended to designate the arch, or hoop, through which the

player is next going, and at which, in his turn, he directs his ball.

The Case.

To keep the implements in good order, a case in which to place them will be required. Any kind of good wood which the fancy of the owner may select will answer for this. The inside measurement of it should be as follows: length, three feet three inches; width, just ten inches; depth sufficient, say five inches. A small strip of wood placed on the bottom, one at each end, with four niches cut in each of a size sufficient to allow the handles of the mallets to fall into, will keep the implements in place.

The Stand.

Where order, taste, and neatness are looked after on the Croquêt-ground, a stand similar to a common round stand used for umbrellas is employed. Two circular pieces of wood, the lower one twenty inches in diameter, and the upper one eight inches, fastened to an upright centre at a distance of about thirty inches apart, the whole made of a neat and durable wood, will form the stand. In the upper

circular wood, eight niches should be cut to admit the mallet-handles.

The Ground.

The game of Croquêt is played on a lawn or a piece of smooth turf, and possesses an important advantage over most other outdoor games, inasmuch as any piece of grass-land of ordinary size will serve its purpose: in fact it may be played almost anywhere. The park of the mansion, the lawn or grass-plat of the villa, the ball or cricket ground, and the village green, even "the common" of our large towns and cities, are each adapted for it. To the great facilities within the reach of all thus offered for playing it, may, to some extent, be attributed its already great and rapidly increasing popularity.

The nature of the game will naturally suggest that the more smooth and level the ground the better adapted it is to the purpose.

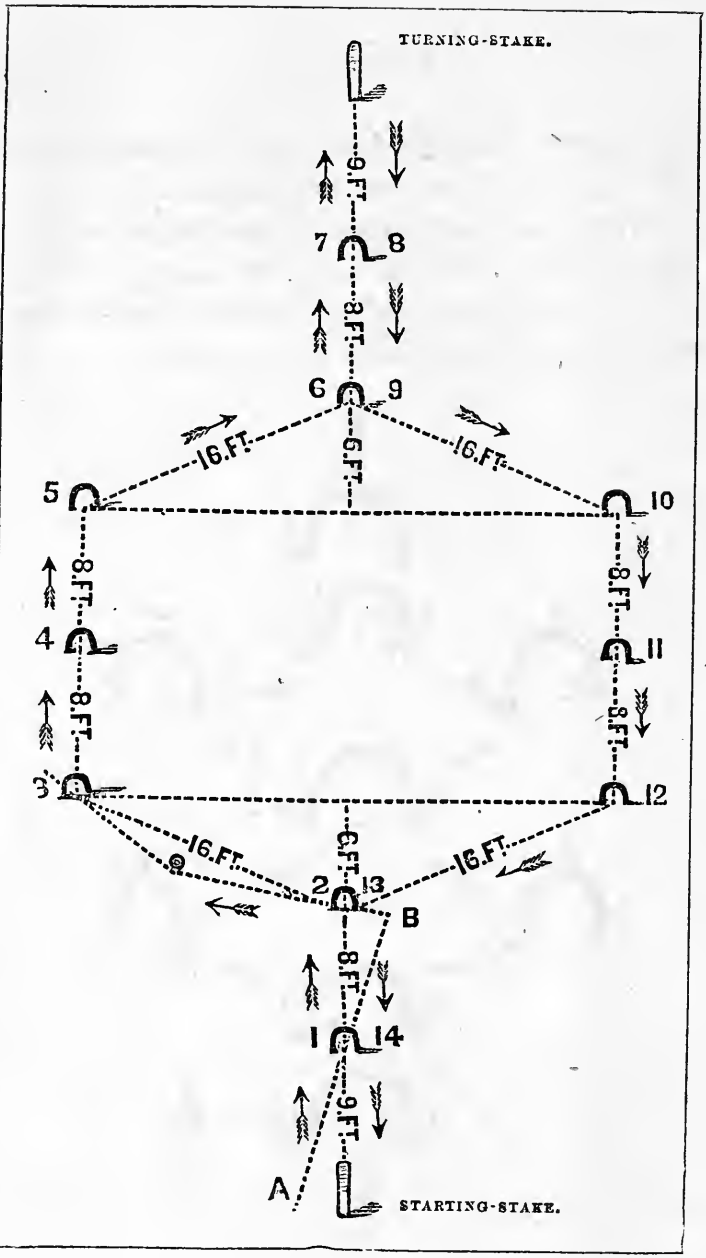
As a Croquêt-ground is not only a beautiful object in itself, but becomes a great and lasting source of enjoyment, persons having sufficient room and means will do well to lay out a permanent one. Its shape should be oblong,

one hundred feet in length by sixty-five in width. The surface should be of even, short-shaven turf, laid down with exactness by a regular gardener, or one who is familiar with the work. On each of the four sides of the Croquêt-ground, a sloping embankment, rising twelve inches, should be made. For the convenience of spectators, this should be encompassed by a gravel walk four feet wide. Beyond this walk, fountains, vases, shrubs, and flowers may be placed as the taste of the constructor may fancy.

The above will be a great acquisition to any gentleman's pleasure-grounds. But, as the great mass of players may not wish to go to the expense of such an undertaking, we will repeat what we have before said, that Croquêt can be played on any piece of ground that is smooth and level; and such a spot is accessible to every one.

Arrangement of Arches and Stakes.

The arrangement of arches and stakes shown in the diagram on the following page is accepted by all good players as the original one, and as affording the best game. It presents the distances adopted by the majority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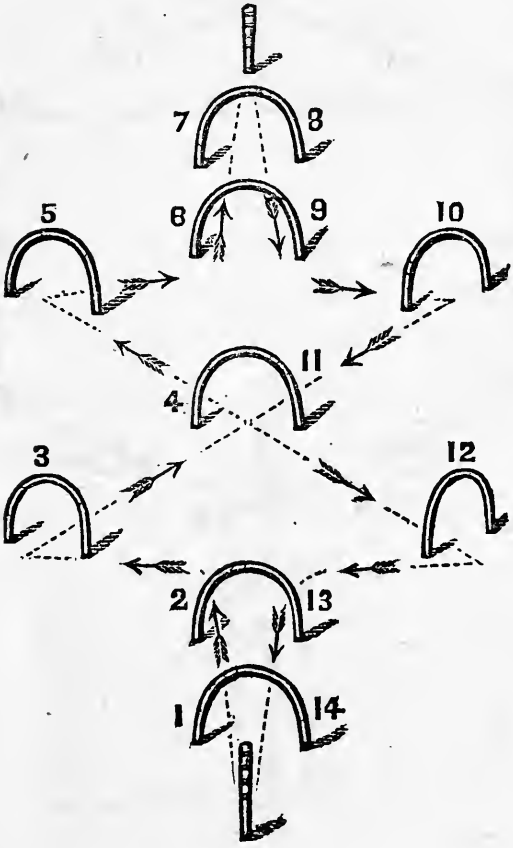
of players, though the exact distances between the arches are unimportant, and may be regulated according to the dimensions of the ground on which the game is played. In every case, however, they should bear a relative proportion to these here given.



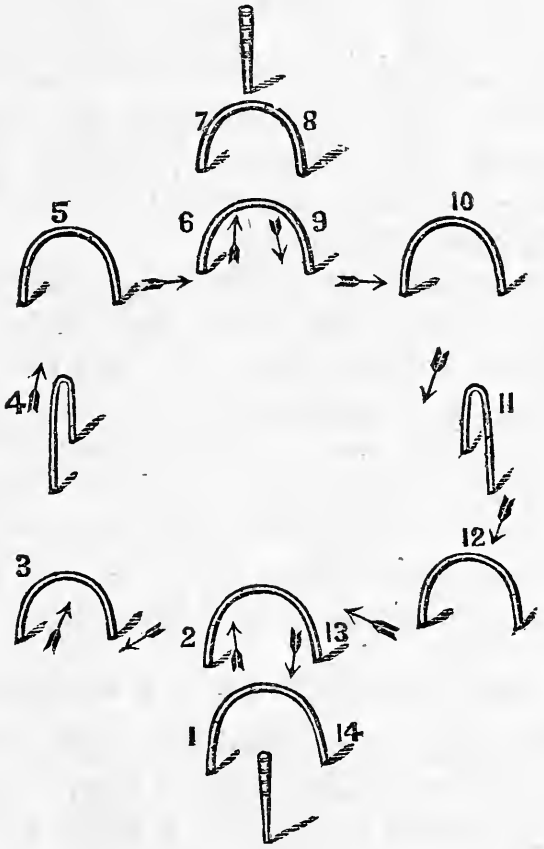
Variations from this plan of arrangement have been introduced in some places, and new ones will probably be devised by those who play the game. Where the Croquêt-ground is small, the preceding plan (page 21), with nine hoops, always affords an interesting game; the central arch presenting rather greater difficulty to the player than any arch in the usual arrangement.

Occasionally, the middle hoop on each side of the original plan is extended beyond the other two as seen on page 23. These changes, however, are strenuously opposed by practical players. The game is not improved by them; and if such changes are considered allowable, there will be no limit to capricious innovation and consequent confusion. It is best, consequently, to adhere to the original plan.

General Directions for Playing.

The game can be played by eight persons, four on each side. Six or four, however, make a better game; and, if there are only two players, each can use two balls and have a capital game. It is generally conceded that four is the best number, and produces so excellent a game that it is better, when there

are as many as eight players, to divide them into two sets, both playing on the same ground.



At the commencement, one of the party is chosen as umpire. His duties are a general supervision of the game; move clips, if used;

to decide whether the balls are fairly struck, to restore balls and stakes to their places when disturbed by accident, to decide whether a croquêtted ball is moved or not, in doubtful cases, and to settle all questions of a like nature.

The umpire chosen, the players divide into two sides, which, if not even, may be made so by one of the players taking two balls; the division into sides, choice of balls, mallets, &c., being determined by the players. Should any dispute arise at this point, it may be decided by the umpire placing the Croquêt-clips in a bag, and making the division and allotment of the implements according to the colors respectively drawn by the players. Each player takes a mallet, ball, and clip (if clips are to be used), of the same color or number; and, thus armed and equipped, proceeds to the starting-stake.

The game commences by the leader of one side (see Rules and Regulations No. 1) placing his ball about a mallet's length front of the starting-stake, and endeavoring, by striking it with one end of the head of his mallet, to drive it through the arch. If he succeeds, he then tries to drive it through the next arch,

and then through No. 3, and so on. As soon as he misses going through an arch, his turn is over. Thus, if he sends his ball through No. 1 with so much force that it goes past No. 2, he has to hit his ball to a place from which he can, perhaps, send it through at his next turn. If, however, at his first turn, he does not send his ball through the first arch, his turn is over; and he must wait until all the others have played before he is allowed to try again. The leader of the other side next plays; and the others in the order of the colors on the starting-stake (see Rule 2).

We have designated on our diagram (page 20) several strokes for the commencement of a game which present favorable opportunities for exhibiting both skill and beauty of play. Thus, a player at the starting-stake placing his ball at the point marked A might strike the ball with force sufficient to pass it through arch 1 and roll it to B. At his second stroke, by similar good play, he would strike it obliquely through arch 2, leaving it in a position, as shown in the diagram, to continue on through arch 3 at the next stroke.

The aim of each player is to drive the balls from the starting-stake through the seven

arches to the turning-stake, which must be struck. This is called "pegging." The balls are then to be driven back to the starting-stake; the course to the turn and back, to be in the direction indicated by the arrows on our diagrams.

The player who reaches the turning-stake first has great advantages for a time; for, as soon as he touches it, he commences his return journey, and, meeting the other players on their road to the farthest point of their journey, he is able to croquêt them, and considerably impede their progress.

The side whose balls are first driven round, and hit the starting-stake wins the game.

The excitemen towards the end of the game is almost inconceivable; each stroke is watched with the keenest interest. Gradually one by one the players hit the post, until perhaps only two remain, and now occurs an opportunity for skilful play. If the two opponents are good-players, they afford a rare treat to the bystanders. The object of each is first to hit the post, and, failing in that, to keep as far from his adversary as he can. Each endeavors, at the same time drawing nearer to the great object in view, to keep the stake between

his and the other ball. At length one plays at the stake, misses it, and sends his ball near his adversary, who first hits it, next croquêts it away, and then strikes the stake, while all his side wave their mallets aloft, and boldly shout, "Victory!"

Roquêtting.

When a player strikes his own ball so as to hit another at a distance, he is said to roquêt it. Having thus hit a ball, he can "take the croquêt" before proceeding farther in the game, or not, at his option.

Taking the Croquêt.

As soon as a ball has gone through the first arch, the player may, with it, croquêt any ball that has also passed through the same arch. It is done as follows: when a ball has hit another at a distance, — that is, "roquêtted" it, — the player lays his own ball against the other so that it touches it. He then places his foot on his own ball, and strikes his ball with the mallet. The effect of this will be to drive the other ball in any direction the player may choose, which, of course, will be governed by whether the ball thus croquêtted belongs to a player on his own side or not.

PLACING THE BALL FOR A CROQUÊT.

A friend can by croquêtting send a partner through the arch he wishes to pass, or else drive an enemy who has obtained a good position, and who feels certain of going through an arch at his next turn, exactly in the opposite direction to that in which he wishes to travel. In order, however, to make this stroke very effective, great care must be taken with regard to the way in which the ball is driven. Many thoughtless players think nothing of driving a foe close to a friend,

CROQUÊTTING A BALL.

or, in the hope of assisting their side, send a friend in the immediate neighborhood of a foe; thus improving the position of the adverse side, and damaging that of their own. The difference that a few thoughtful players make to a side is wonderful. Whilst others hit their balls about without ever thinking that at his next turn a foe will probably croquêt them, the careful players, anticipating

the positions of the other balls, place themselves in a position from which, when their next turn comes, they can either go through an arch, or croquêt the ball of a more careless player.

What it is to be a "Rover."

When a player has gone the rounds and reached the starting-stake, he may either "peg," that is strike the starting-stake with his ball and retire, or, not strike it, and be a "rover," with the privilege of travelling over the ground to assist players on his own side, or damage the prospects of those on the other. Thus it will be seen that a good rover is of the greatest service to the side, and that the sooner he is placed *hors de combat*, the better for the opposite side. The rovers on the other side should therefore do all they can to make the rover's ball hit the post by croquêtting it against it, if possible; for although if all on his side hit the post before those on the other, the game is won, yet when the best player, being dead, is able to render no further assistance, the game often goes against that side. This plan, however, must be adopted with the greatest precaution and care; and on

no account whatever should a bad player be thus disposed of, since the mere fact of keeping him in the game is of the highest importance, as his services are of little avail to his own side, who cannot win as long as one of their party remains in the game.

What it is to be a "Booby."

When a player fails in his attempt to pass his ball through the first arch, the ball becomes a "booby," and is taken up to wait the player's next turn.

Parlor-Table Croquêt.

A very neat and attractive indoor game for winter evenings is made by reducing the principles of Croquêt to a small scale.

Form the "ground" by making a sort of tray, having its length twice its width; five feet by two and a half being a good size, with a rim around it two or three inches high. Line it with woollen cloth, — green bocking being the best, — and either fix permanently the arches and stakes, or have holes made in which they can be placed as wanted. The arches, stakes, and mallets will, of course, be made of a size corresponding to that of the

board. Of course the *Croquêt* is not performed in quite the same manner as in the larger game; for it would be quite impossible to place one's foot on the little balls which are used in this game. The forefinger of the left hand is therefore used instead, and answers the same purpose equally well. The rules of the game are precisely identical with those used in outdoor Croquêt, with one exception. When a player, in hitting another ball, drives it off the board, he at once ceases playing; and, when the next turn of the ball thus disposed of arrives, it is to be placed in that corner of the board nearest to the place where it was driven off. This game has, as may be imagined, many attractions to recommend it, and is now becoming very generally adopted as the substitute in the winter for the summer outdoor Croquêt.

Parlor-Floor Croquêt.

Another style of Croquêt has been arranged to be played upon the floor of a parlor, drawing-room, or other apartment. The arches are made of flat hoop-iron, the balls and mallets being necessarily smaller than those for the regular outdoor game. If the balls are of

rubber, all danger of injury to furniture is avoided.

Last Words.

In closing our Manual, we cannot but express the hope that we have fulfilled our promise, and taught our friends "how to play Croquêt." There is one point against which we wish to warn all players, and that is, not to indulge too freely in the privileges of the Croquêt. A growing love for and a too frequent indulgence in this practice does a great deal towards making people acquire a careless style of play. The first object to be borne in mind is the passage of the arches. If, however, by hitting another ball, a better, or even an equally good, position can be obtained, then, by all means, use the Croquet; but don't imitate some players, who are eager to go all over the ground, and attempt to croquet, instead of endeavoring to pass the arches. Such players are often croquetted themselves by more careful players, who run after a substance rather than a shadow. Besides, the privileges and the position of a "rover" are so very much more important than those of the other balls, that it should be each player's aim to attain that post before any of the others. Many a

game is lost by some laggard who has neglected the arches in the early part of the game, and has found out his error when it was too late to repair it.

Grace in holding and using the mallet, easy and pleasing attitudes in playing, promptness in taking your turn, and gentlemanly and lady-like manners generally throughout the game, are points which it is unnecessary for us to enlarge upon. None of our readers will fail to observe them, as they are the peculiar characteristics of Croquêt.

Another important piece of advice is, don't cheat. We are aware that young ladies are proverbially fond of cheating at this game; but as they only do it because "it is such fun," and also because they think that men like it, our male readers have not the same excuse to fall back upon. The practice spoils the game so much, that, if it is allowed, the rules may as well be done away with at once. The last hint we have to give is perhaps the most important of all,— when you are hit away from the arch you wish to pass, and are croquêtted first by one ball and then by another, be sure that you bear the buffetings calmly, and— don't lose your temper.

RULES AND REGULATIONS.

THE FIRST PLAYERS.

1. Two of the party are chosen as leaders, one for each side. These two make a trial of skill in driving their balls to any point fixed upon: the one whose ball is driven nearest to it commences the game, and plays until his ball misses an arch, when the leader of the other side takes his turn.

ORDER OF SUCCEEDING PLAYERS.

2. The players on each side are to play alternately, according to the colors on the starting-stake; and the order in which they play shall remain unchanged during the game.

FIRST POSITION OF THE BALL.

3. On commencing, each player must place his ball at a distance from the starting-stake not exceeding the length of a mallet.

STRIKING THE BALL.

4. The first stroke must be to pass the ball through the first arch.

5. The ball must be struck with one of the faces of the mallet-head, and never with its side.

6. The ball must be fairly struck, and never pushed. [A ball is considered to be fairly struck when the sound of the stroke is heard. A ball is pushed when the face of the mallet is allowed to rest against it, and the ball is propelled without the mallet being drawn back.]

7. A player may play in any attitude, and use his mallet with his hands in any way he pleases, provided he strikes the ball with the face of the mallet.

8. If, in making a strike, a ball is driven beyond the limits of the Croquêt-ground, it may be taken up and placed at the point where it crossed the boundary line.

9. When the ball is by accident driven from its resting place, it is to be returned to the spot from which it was started.

10. It is allowable for a player to rest the head of his mallet on the ground at a distance from the ball, and strike it by sharply advancing the mallet from its resting-place.

11. Instead of aiming at his arch or at anoth-

er ball, a player may strike his ball towards any part of the ground he pleases.

12. A player having struck the turning-stake counts the stroke in the game the same as though he had passed through an arch, and continues to play.

THE ARCHES.

13. The balls are to pass through the course in the regular order of the arches. If a ball passes through an arch other than that arch next in its turn, or from the wrong side, the passing-through is of no account.

14. If a player hit his ball through an arch, he is allowed another turn, provided that it be the next arch in the order of his course.

15. If the player at one stroke hit his ball through more than one arch, he is allowed only one extra turn.

16. If a ball is struck through its right arch by a blow from another ball, or is roquêtted or croquêtted through it, it is considered to have gone through its arch.

17. Any player missing the first arch takes his ball up, and, when his turn comes, plays from the starting-place, as at first.

18. If, by a single stroke, a ball passes

through two arches its owner can claim ground one mallet's length in any direction from the place on which the ball stopped; if three arches, two such lengths.

19. A ball has fairly passed through an arch, when it passes within and beyond it to any extent, or when, if the handle of the mallet is laid across two sides of the arch whence the ball came, the ball does not touch the handle.

THE STAKES.

20. Hitting the turning-stake is equivalent in its privileges to the passage of an arch.

21. As soon as the ball hits the winning-stake, after passing through all the arches, it is dead, and must be at once removed from the field.

22. When the ball of a player hits the starting-stake, after he has been through all the arches, whether by his own play or by being roquêtted or croquêtted, he is out of the game, and it proceeds without him.

23. A stake that has been displaced must be restored to its proper position before the game can proceed.

THE ROVER.

24. A ball is a rover when it has gone through all the arches, and has not hit the starting-stake.

25. A rover may not croquêt the same ball twice in one turn.

26. Whenever a rover strikes the starting stake, whether by a stroke from its owner's mallet, or by being roquêtted or croquêtted, or by concussion, it is dead.

27. A rover has liberty to croquêt consecutively all the balls during any one of his turns, but cannot croquêt the same ball twice in a single turn.

28. If a rover hit a ball, but by that stroke be driven against the winning-stake, it is dead, and cannot croquêt the ball it has struck.

PLAYING OUT OF TURN.

29. If a person play out of his turn, and the error be discovered before the turn is completed, the ball will be replaced where it stood before, as well as any balls it may have moved. If, however, the turn is completed, the player loses his next turn altogether. The error, however, must be discovered before the commencement of the next turn, or else no penalty is attached.

THE CLIPS.

30. The clip is placed on the arch through which the player is next to pass his ball.

31. The clips are changed by the umpire, and are decisive as to the position of the player's ball; but if the umpire forgets to change a clip, any player may remind him before the next stroke.

32. Should there be no clips used in the game, a player is at liberty to ask any other player how he stands.

ROQUÊT.

33. A ball is roquêtted when it is struck by another, whether the ball striking it proceeds from a stroke of a mallet or is rebounded from an arch, stake, or ball which it has previously struck.

34. When a ball roquêts two or more balls by one stroke of the mallet, he is said to *ricochet*, and can croquêt one or all, at his option.

35. A player having roquêtted a ball can croquêt or omit to do so, and pass to the next arch.

THE CROQUÊT.

36. As soon as a player has gone through the first arch, he is at liberty to croquêt any ball which has also gone through the arch. (See 37.)

37. A player cannot croquêt a ball which he has not roquêtted.

38. If, in croquêtting a ball, the player move his own ball, he must replace it in its former position.

39. A booby cannot croquêt another ball, nor be croquêtted.

40. A player is forced to move the croquêtted ball at least six inches, and cannot

croquêt the same ball a second time until he has passed through an arch.

41. If a player at one stroke hit more than one ball, and wishes to croquêt, he must do so in the order in which they were struck.

42. If a ball hit another ball that is a rover, and by the blow drives it against the winning-stake, he is allowed another turn, but cannot croquêt the ball, as, the moment it touches the stake, it is dead.

43. If, in croquêtting, the ball slip from the foot (flinches), and go through an arch, or strike the stake, the stroke does not count.

44. If, in an attempt to croquêt a ball, the player's ball flinches, the ball on which the Croquêt was to be executed is free, and can be struck in its turn by its owner.

45. In the act of croquêtting, when the player makes a splitting or following stroke, the foot may be held lightly on his own ball, but it is not obligatory to put the foot on at all. This is entirely at the option of the player.

46. If a player ricochet, he can croquêt one or all of the balls roquêtted in the order of the ricochet.

47. A Croquêt need not necessarily be a

distinct stroke. If the striking ball in its passage hit either a post or an arch, and then carom upon a ball, the privilege holds good; and if also one ball strike two or more others, each of these is croquêtted in the order in which they were struck, but the striker has only one additional stroke when he has croquêtted the lot, and not one for each ball he has struck.

48. A player, after striking a ball, is not necessarily compelled to croquêt it, but is allowed to play in any direction he pleases. [It must, however, be understood that he must play from the place where his ball is, and not, since he abnegates the privilege of it, as after a Croquêt, from a position touching the ball he has struck.]

49. If a player croquêt a ball illegally, he loses his next turn.

50. If a ball, when croquêtted through its arch in a wrong direction, roll back through the arch, it has not to pass through the same arch in the same direction again.

WHEN PLAYERS ARE OUT.

51. A player whose ball has passed all the arches in their order is out as soon as his ball strikes the winning-stake, whether this is

caused by his own stroke or by his ball being roquêtted or croquêtted by another.

52. Each player continues to play his turn so long as he drives through the next arch in its order, roquêts, croquêts, or roquêt-croquêts another ball, or strikes the turning-stake; failing to do either of these, he relinquishes the ground to the next player, and waits his turn.

DISPLACEMENTS.

53. A ball that is by accident put out of its proper place must be returned before the game can proceed.

54. An arch or stake displaced, or deprived of an upright position, must be properly restored before the play can go on.

55. Should the course of a ball be interrupted by any person, the player can allow it to remain at the point where interrupted, or it can be moved to where he supposes it would have reached.

56. If a player play with a wrong ball, he has to replace the ball and lose his turn. [This is not enforced unless the error is discovered before the arrival of the player's second turn.]

57. If a ball be moved by a player when it

should not have been touched, it must be restored to its former position, even if the stroke have sent it against a stake or through an arch.

THE UMPIRE.

58. The umpire is chosen by the entire party.

59. The duties of the umpire are a general supervision of the game; to move the clips, to decide whether the balls are fairly struck when any question on that point arises, to restore balls and stakes to their places when disturbed by accident, to decide whether a croquêtted ball is moved or not in doubtful cases, and to settle all other disputed points.

THE GAME CLOSES.

60. When all the players on one side have passed through all the arches, and struck both stakes, the side that first accomplishes this wins the game.

GLOSSARY OF TECHNICAL TERMS.

Booby. A ball that has failed in an attempt to pass through the first arch.

Croquêt. To strike one's own ball when in contact with a roquêtted ball.

Croquêt sans pied. Roquêt-Croquêt.

Dead Ball. A ball that cannot play.

Dismiss. To dismiss a ball is to croquêt it to a distance.

Flinch. When a ball with which a player is about to take the Croquêt slips from beneath his foot.

Following Stroke. When a player strikes his own ball so that it follows the ball he is croquêtting.

Free Croquêt. That method of playing which allows the player to hold the mallet in any way he chooses.

In Hand. A ball that cannot play; a dead ball.

In Position. A ball is said to be "in position" when it rests opposite its arch, so that, by one stroke of the mallet, it may be driven through it.

Made its Arch. A term applied to a ball when it has passed through an arch.

Match. The best of three games.

Out of Position. A ball whose locality is such that the player cannot drive it through its proper arch by a single stroke of his mallet is "out of position."

Pegging. The same as staking.

Pushed. A ball, when the face of the mallet is allowed to rest against it, and it is propelled without the mallet being drawn back, is said to be pushed.

Ricochet. The act of roquêtting two or more balls by one stroke of the mallet.

Roquêt-Croquêt. This is performed by taking a ball that has roquêtted another, and placing it near the roquêtted ball; then, without placing the foot on the ball as in the Croquêt, striking it with the mallet, driving both balls to any point or points that may best serve the player.

Roquêtted. A ball is roquêtted when it is struck by another ball.

Rover. One who has been through all the arches, and struck the turning-stake, but instead of striking the starting-stake, and going out, prefers to continue in the play.

Sent up Salt River. A term applied to a side when all its members fail to pass the arches, strike the stake, and go out.

Side Stroke. A player is said to make a side stroke when he holds his mallet in one or both hands, and hits his ball with it at the side of or across his body.

Splitting Stroke. When a player strikes his ball so that it takes a different direction from that of the croquêtted ball, he makes a splitting stroke.

Staking. Striking the stake with a ball; pegging.

Straight Stroke. A player makes a straight stroke when he hits his ball by holding his mallet perpendicularly in front of his body.

Take a Stroke off. A player is said to "take a stroke off," when he places his own ball to touch the roquêtted ball very lightly, so as to leave it, when croquêtted, in nearly the same position; but, in doing this, the croquêtted ball must be perceptibly moved.

Take the Croquêt. To take the Croquêt, is to lay your own ball against a roquêtted ball, so that it touches it; then placing your foot on your own ball, you strike it, and thus drive the other ball in any direction you wish.

Tight Croquêt. That method of playing which compels the player to hold his mallet in a certain way.

To Roquêt. To cause your ball to strike another ball at a distance.

Tournament. The best of three matches.

To Stake. To strike a stake in the order of the game.

Winning-Stake. The starting-stake is so called, because when it is struck by a returning ball, the game is won.

Wired. To be wired is to have your ball in such a position that an arch prevents the stroke you wish to make.

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After Sports.

After the Christmas dinner at the house of our uncle, and again, after the nice little feast at the children's party at the Astor, it was proposed to see how many odd devices could be made from the fruit that was left. So at it they went; and here is a list of what were produced, — Tulips, Sunflowers, a Bouquet, Cream Pitcher, Goblets, an Old Woman, Lobster's Tail, a Guinea Pig, Little Mouse, the Suffolk Pig, Little Red Riding Hood, Cherry Tea-Pot, Cherry Ear-rings, Walnut Ships, Sambo, a Set of Teeth, Mr. Peg Top, Old Ugly Mug, an Orange Basket, an Orange Peal Pig. A description of how all these were made from fruit will be found in the January, 1871, number of "Sports and Games." It was rare fun; and all of our readers will enjoy making these things themselves.

At the Smugginses.

A letter from the back part of Indiana, done up in the old-fashioned way, with a wafer as large as a doorplate, and as red as a new brick, tells us of a delightful time they had at the Smugginses last Christmas eve, and encloses a bright, bran new ten-dollar greenback for a variety of new games and parlor fireworks for a party of young folks. It states that there were present, — Ann Maria Smuggins, Jerusha Smuggins, Matilda Brown Smuggins, Patience Faithful Smuggins, Clotilda Smuggins, Jeremiah Smuggins, Ichabod Smuggins, Jonah Smuggins, Zachariah Smuggins, Bartholomew Smuggins, Ike Smuggins, Arabella Smuggins, Adolphus Augustus Burnside Smuggins, and one or two other Smugginses. "We want all your games, puzzles, &c.," says the elder Smuggins in a postscript, "for the entire neighborhood has been entertained all winter with those you sent us last season." Long live the Smugginses. May the shadow of each individual Smuggins never be less.

The New Games.

We report the following New Games for this season. The outdoor game of "Ring Toss," which has become nearly as popular as Croquet, is followed by "*Parlor Ring Toss*," a most capital affair for indoors. It embraces all those features which rendered the original game so pleasing, and is selling rapidly. Of card games, "*Trade and Dicker*" is taking the lead. The first edition was sold quick as a flash; and new editions have been, and continue to be, quickly disposed of. The following list of headings to the various sections of the Book of Directions will give our readers some idea of its variety and attractiveness: —

"Names of Cards Employed. — Number of Trades Engaged in. — Entering Trade. — Putting up the Signs. — Distributing the Cash. — Each Trader's Capital. — Incorporating a Bank. — Who Plays First. — The First Traing. — Trading that Don't Amount to Much. — How the Play Continues. — The Trader's Store. — How to Dicker. — Making Change. — No Borrowing or Lending. — In a Tight Place. — When a Trader Fails. — Who Wins. — In Case of a Tie."

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1. A REGISTERED LETTER. — The postmaster will register your letter, and charge you a trifle. You will then, in due time, receive from the postmaster of Boston a receipt, signed by us, that the letter has been received.

2. A POST-OFFICE ORDER. — Pay the money to your postmaster. He will then give you an order on the postmaster of Boston for the amount, and tell you how to send the order to us. No one but ourselves can get the money.

3. BANK CHECK. — If you do business at a bank, write a check payable to our order. If you do not, some one of your friends who does will write you one. Send the check to us.

4. C. O. D. CASH ON DELIVERY. — By this plan, you send us one-quarter of the full amount, the remaining three-quarters to be paid to the expressman when he delivers the goods to you, to be by him brought to us. In this case, you are to pay the express for returning to us the balance due, so that it may reach us without expense. No C. O. D. order will be answered, unless one-fourth of the amount accompanies it.

5. BY EXPRESS. — Hand your money to an Expressman with your order. He will hand both order and money to us, and the articles will be brought to you on his return.

ADAMS & CO.

Ventriloquism.

If any of our friends wish to learn the amusing art of Ventriloquism, they will find the most complete instructions ever given in the January, 1871, number of "Sports and Games." These instructions and examples for practice are written by a distinguished London ventriloquist, and are simple and thorough.

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To persons at a distance, orderi from us to the amount of ten doll or more, the goods to be sent by press, they, the purchasers, payi express charges, we will make a d count of *twenty per cent.;* that for every eight dollars they send they will receive ten dollars' worth goods. All such orders must be companied by the cash, which can enclosed to us in a letter, or sent either of the modes named on t page, under the heading "How to Se Money." ADAMS & C

Postage Stamps.

The large quantities of poste stamps required by us enables us state, that they may be sent in sm or large amounts, and will be ceived the same as cash in paym for any goods that may be wanted.

ADAMS & C

The Family of Snaps.

Of this celebrated and somewh funny family, commend us to Gin Snaps. There is one Scheid Schnaps, a rather spirited fell whom some folks like very much; h since he threw an uncle of ours i a ditch, we haven't had much resp for him. Ginger has "been and g and got out" a book, which conta wit enough to keep a whole town i merry mood for a month. If y wish to know more about the bo Send 25 cts. to Adams & Co. for a co

"Fun Alive."

This is a right down jolly gar If any one doubts this, they sho have been at Van Dunderbugs week, when it was played by a pa of young and old; and Diedrich Hoppintoad, who hadn't smiled going on thirteen years, burst his b tons in a fit of laughter, and had to carried up stairs on two shingles a skewer. Since then, he has bou a comic almanac for serious readi considering it very solemn compa to the game. Diedrich is going have his buttons sewed on with cop wire, and try that game again.

NEW GAMES AND NOVELTIES.

The Love-Chase.

The Newest and Merriest Game Out. For Any Number of Players. Fantastically Developing Grotesque Combinations, Ludicrous Scenes, and Laughable Matches. - - - - - - - - Price, 50 cents.

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By Means of which Any Person can See through his Hand, through a Brick, a Block of Iron, or Any Other Solid Object. A Perfect Optical Wonder. - - - - - - - - - - - - Price, $3.50.

Japanese Snapping Pictures.

A Variety of Colored Pictures, igniting a certain point of which a line of fire mysteriously passes to another point and there explodes. illustrating the Exploits of Japanese Magicians, Sorcerers, Giants, Soldiers, Hunters, Pyrotechnists, &c. Curious, Wonderful, Amusing and Harmless. Ten in a Pack. - - - Price per Pack, 25 cents.

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In which a coin may be placed, the box shaken, the money heard to rattle, and the box instantly passed to another person, who opens and finds it empty. Made of Black Walnut. - - - Price, 50 cents.

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A Small Bottle, which You can easily place upon its Side, but which with Every Other Person is An Impossibility. - - Price, 25 cents.

Any of the above and of the articles named on the following pages, except those marked *, will be sent by mail prepaid. Those marked * can be sent only by Express. On the former we pay the postage; on the latter the purchaser pays the Expressage.

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Of Sports, Pastimes, Novelties and Wonders for All Seasons of the Year. Will be sent free, on receipt of one stamp for postage.

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Parlor Ring-Toss.

Including "GROMMETS" and "RINGOLI"; combining all the popular features of the Out-door Ring-Toss, with the advantages of an In-door Game. Suited to any Number of Players. Black Walnut Standard, with Felt-Cased Metallic Rings. . . Price, $2.50.

Tumble-Down Dick.

A New and Amusing Game made of Wood, consisting of Cubes Columns and Balls, designed expressly for the Parlor Floor, and adapted to Any Number of Players. . . Price, $1.00.

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Trade and Dicker.

A New and Merry Game, differing from all others, suited to any number of Players from two to twelve, and of Rare and Unique Interest to Persons of All Ages. . . . . Price 50 cts.

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A New Solitaire Puzzle-Game, with Key. The Most Ingenious and Difficult Problem of its Kind. . . . Price 30 cts.

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A Floral Game of Fortune, printed on seventy-five Red, White, Blue, Yellow and Purple Cards; each card designating a Flower of its own color, the whole series giving five phases of the Fortunes of the Players, in Selections from the Best Poets. Emblematically embossed Box, Printed in Colors. . . . Price 60 cts.

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A Happy-Come-Hit and Jolly-Come-Go Game for Any Number of Players. . . . . Price 30 cts.

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For Any Number of Players, young and old, consisting of the Wise Sayings, Odd Conceits, and Merry Twinkles of Charles Dickens, Tom Hood, Yellowplush, Mrs. Caudle, Dr. Holmes, Hosea Biglow, Mrs. Partington, Artemus Ward, Widow Bedott, Nasby, Josh Billings, Doesticks, Miles O'Reilly, Orpheus C. Kerr, Mark Twain, John Phœnix, The Fat Contributor, Dow, Jr., McArone, Sparrowgrass, Disbanded Volunteer, Sut Lovingwood, Jack Downing, Ethan Spike, K. N. Pepper, Sam Slick, and Jeemes. Printed on eighty-one cards, and forming a game that

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may be played in ten different ways, and, in addition, the games of Whist, Euchre, and other Standard Card Games, rendering it the most complete published, comprising the best points of all others, with many new, unique, and attractive Features, and adapted to Players of All Ages. Full Directions are given for the Ten Modes of Playing, as also for the use of the Cards in Whist, Euchre, &c. · Price 60 cts.

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An Attractive Parlor Game, for Any Number of Players, based on the celebrated Story of the same name, by Charles Dickens, consisting of Sixty Cards, twenty-six of them illustrated with engravings of the principal characters; the whole, with directions, in a box richly embossed in Blue and Gold. · · · · Price 60 cts.

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A Game that can be played by any number of persons, is susceptible of Fifty Thousand Changes, Endless Transformations of Wit and Humor, and invariably produces Roars of Laughter. Printed on one hundred and sixty cards, and accompanied by a book of twenty-four pages. More than three hundred thousand of this Game have been sold, and the demand still continues.

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A Household Game, Developing Strange Adventures, Laughable Scenes, Witty Sayings, Grotesque Appearances, Droll Misunderstandings, Humorous Events, and Comical Transformations. Easily Learned, Played by Any Number, and Productive of the Greatest Sport. Same general style as the preceding, and by the same author.

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A Kapital Kombination of Kuriously Kontrived Komikalities, Komposed, Kompounded, and Kompressed, by Keziah Kent, K. K., a Kute and Komikal Karakter, of Kambridge Kollege. · · Price, 30 cts.

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A Tempestuously Mirthful Game for Any Number of Players. Two-thirds of a minute is all the time required for any one, young or old, to learn this pastime, and when learned and played the shouts of laughter produced are "prodigious." · · · Price, 30 cts.

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A New Game "As Old as the Hills." For just two,—U and I. May be played in Fun, in Fancy, or in Fact. In the first, it is highly Amusing; in the second, extremely Fascinating; and in the third, excessively Hazardous to Bachelors; and the easiest mode of accomplishing the herculean task that, sooner or later, falls to the lot of every man to perform. "So say they all of them." · Price, 50 cts.

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The Shaksperian Oracle.

A Game of Fortune.

"I am Sir Oracle;
And, when I ope my mouth, let no dog bark."
Merchant of Venice, Act I. *Sc.* 1.

The character of this Game is sufficiently indicated by its title. It forms an unique and charming recreation, and is at times wonderful in its revelations. To persons of fine taste, its style and matter cannot fail to be highly pleasing and satisfactory. . . Price, 50 cts.

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A Very Merry Game for one player or three. This may be termed a merry SOLITAIRE; and, though no skill is required in playing it, it serves as an amusing and constantly varying pastime for one or three persons. Any number may at the same time act as lookers-on or listeners, be interested in its developments, and convulsed with laughter over its results. . . . . Price, 30 cts.

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A Merry Picture Game for the Young Folks at Home. This is designed for the youngest of the young folks, and can be played by those who cannot read, the player being guided by the pictures, which are fantastic and amusing. It is always attractive, and keeps a party of little ones pleasantly employed for hours. . . Price, 30 cts.

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A People's Edition of this new and popular English Game, capable of affording as much entertainment as the higher cost sets. Full directions for playing, with Definition of Terms employed, accompany each. . . . . Price, 40 cts.

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A Game for Any Number of Players, and amusingly entertaining to young and old, presided over by two persons; one as sober as a Judge, the other as melancholy as an Owl, through whose combined wisdom such events in one's past, present and future, are disclosed, as cause buttons to tremble and boots to shake. . . Price, 20 cts.

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A New Pocket Manual of Complete Instructions, for American Players. Illustrated with Twelve Engravings, and Diagrams, together with all the rules of the Game, Hints on Parlor Croquet, and Glossary of Technical Terms. . . . . Price, 25 cts.

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*Ring-Toss. (For Field and Lawn).**

A New Calisthenic Game for Both Sexes and All Ages.

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This New Game affords an attractive out-door sport, and furnishes degree and kind of physical exercise that improves and develops the general health and strength. It may be learned in a few minutes; may be played by any number of persons; is compactly arranged in a handsome case of moderate size that may be easily carried from place to place—will pack nicely in your trunk for a Summer jaunt—and is sold for less than any other out-door Game. Already the demand for it has exceeded all expectation, and its popularity is universal. Says one of our customers: "IN INTEREST IT IS SUPERIOR TO CROQUET, AND CANNOT FAIL TO BE LIKED BY EVERY ONE."

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The Japanese Picture Puzzle.

Drawn and Printed in Colors by Native Artists. Cut up and Dissected by Thantsoo. Each Puzzle when put together representing either Processions, Festivities, Games, Manners, Customs, or Scenery of the Japanese. Each Box bears the name of the Island of Japan in Japanese Characters. - - - - - - Price, 40 cts.

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A Puzzle for Children; being a certain Monkey who had the misfortune to fall into a Chopping Tray, and get very much cut up; and who wishes to be picked up and put together. One of the most popular pastimes ever published for "little tots."

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Composed of a dozen pieces which, when together are enclosed in a small box, but when apart more than fill a quart measure. . . . Price, 50 cts. If sent by mail, 75 cts.

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A New and Ingenious Puzzle, consisting of Metallic Rings, each perfect and undivided, arranged Rings within Rings, yet may be taken apart easily and instantly. . . . . Price, 25 cts.

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This Game, known by various names, such as "The Sphynx," "Game of Letters," "Alphabet Bewitched," &c., is capable of affording continual amusement for young and old, and is instructive, puzzling, and amusing. . . . . Price, 30 cts.

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New, Unique, Curious, Puzzling, and Amusing; each Picture disclosing upon close examination much more than is at first seen; the set consisting of five pictures, each printed on white cards 2 3-4 by 4 1-2 inches. The whole accompanied with an Explanatory Key. . . . . Price per Set, 25 cts.

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The beauty of these cannot be excelled. They produce trails of minute sparks, from which stars of a pure white color and of intense brilliancy are thrown out.

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Burning brilliantly; a profusion of beautiful emanations falling in showers of golden tints.

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Producing brilliant trails, from which emanate dazzling objects resembling the fireflies of a summer night.

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Resembling the usual Roman Candles employed in Out-door Pyrotechnics; throwing Balls of Red and Green Fire and Brilliant Stars a distance of five feet or more.

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Or Parlor Lightning. A Firework, throwing out Spangles and Scintillations of Fire resembling finely threaded Frost-work, Snow-flakes, and Crystals. The prettiest and most pleasing article of the kind before the public.

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A pleasing Pyrotechnic for Evening Parties and Parlor Amusement. Upon being lighted and thrown into the air, these Meteors produce large sheets of crimson flame of dazzling brilliancy. They can be used in any apartment without danger, and invariably cause much merriment by their sudden disappearance and absence of smoke, ash, and cinder.

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These "Will-o'-the Wisps," upon being ignited and thrown into the air, blaze up for an instant, then suddenly vanish — no sooner seen than gone, leaving the spectator to wonder where they go.

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Capitally designed for performing a practical joke, by passing one to a friend, requesting him to light a lamp or cigar. As soon as lighted, it burns up rapidly in fantastic style, leaving the individual considerably astonished at its sudden exit.

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Chemically prepared papers which, upon being ignited, do not blaze, but burn slowly, and gradually change into what appear to be green plants, with fringed and beautiful leaves.

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For Igniting Parlor Fireworks. Twelve feet in a Pack. Will burn Six Hours. . . . . Price per pack, 10 cts.

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For Tableaux and Theatricals. These are of superior quality The Red is especially fine, burning without smoke or fumes. and for this reason very desirable for in-door performance. Its light is of dazzling brilliancy, requiring no reflectors.

SIX COLORS. — Red, White, Blue, Green, Violet, Gold.

In small boxes, 25 cts. each; can of half a pound, $2.00.

Magnesium Wire.

This Wire, made of a newly discovered metal, may be ignited with a common match. It burns with a brilliancy equal to that of seventy-four Stearine Candles, producing a light that may be seen nearly thirty miles, and so intense that it causes a gas-flame to cast a shadow.

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These are formed of a narrow ribbon of Magnesium wound in Spiral form, and designed to be burned on a small wire which accompanies each box. Nothing can exceed the beauty and brilliancy of these Lights.

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The Wizard's Pack of Playing Cards.

Appearing like an Ordinary Pack, but so contrived that Any One even a Novice, can perform the Most Wonderful Tricks. Made of Superfine Stock, Enammeled Surface, and put up in a Silvered-top Box, with Directions for Use. - - - Price per pack, $1.00.

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For All Good Children. An apparently Empty Box, from which may be poured out a heap of Choice Confectionery, perfectly Astounding the Young Folks by its Sudden and Unexpected Appearance. Full Directions, with Formula for exhibiting accompany each. Price, 30 cts.

The Wonder Book.

A Series of Pictures with Life-like Motions. This Scientific Novelty is the adaptation of a celebrated German toy to the form of a book. By turning the leaves as directed, the pictures seem endowed with life. In one a Shoemaker stitches away "like all possessed"; in another a Windmill is in motion, grinding forty million bushels of imaginary corn; another represents children tilting; while in another a grim visitor, — a sort of BONY PART, — pops up and down like a dolphin.

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" 2.	The Tilting. - - - - -	Price, 25 cts.
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" 4.	The Skeleton. - - - - -	Price, 25 cts.

Pocket Conjuring Box.

In this any article may be placed, the box closed, and immediately opened and found empty — the question being, "what has become of the contents?" The simplicity of its operation enables even a child to learn in a few minutes how to work it, yet it is apparently so complicated that it puzzles and perplexes "old heads." - Price, 75 cts.

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The Electric Cottage.

A New and Interesting Scientific Toy for Parlor Amusement. By an explosion without powder or fire this Cottage is thrown high in air, the experiment being perfectly safe. Each Cottage is enclosed in a Box, with Lightning Rod, Flag, three dozen Electric Wafers, Electric Papers and Directions. - - - - Price, $1.00.

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The Electric Cannon.

A Scientific Toy, similar in its character to the Electric Cottage. Made of iron, handsomely finished, and mounted in navy style, on an iron carriage. Each Cannon has an American Flag, with a metallic Staff, used as a conductor; also, three dozen Cartridges, and Electric Papers. - - - - - - - - Price, $1.50.

Electric Wafers.

For "Electric Cottage."
Three Dozen in a Box, - - - **Price per Box, 50 cts.**

Electric Cartridges.

For "Electric Cannon."
Three Dozen in a Box, - - - **Price per Box, 75 cts.**

Eggs of Pharaoh's Serpents.

Upon igniting one of these, an object, having the shape and appearance of a Serpent, gradually extends to a length of two or three feet.
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A Curiosity, consisting of a white egg, about one inch in diameter, which, upon being opened, produces a red and white striped egg. Opening this, a black and white striped one appears, which opens and discloses a smaller white one. Opening this white egg, a small red striped one is found, which again opens and produces another white egg; and finally, upon opening this little trifle, a diminutive top appears. The Eggs are opened easily, and can be as easily replaced. - - - - - - - Price, 50 cts.

Japanese Curiosos.

These Mysterious Productions have excited the wonder and interest of thousands. They have the appearance of being nothing but splinters of wood; but, when placed on water, they open, and take the forms of men, women, flowers, birds, rabbits, fishes, boats, houses, and many objects unknown to us barbarians.
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A Natural Curiosity, having all the appearance, and, without any apparent cause, performing all the motions and antics, of a live Fish. Interesting to old folks, and a source of endless amusement to young folks. - - - - - - - - Price, 25 cts.

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For Secret Correspondence, Pleasing Illusions, and Curious Experiments; the writing with which remains invisible until by a simple application every word distinctly appears in Jet Black Letters. Full Directions with each Bottle. - - - Price, 50 cts.

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Consisting of Several Pieces of Plain White Paper, upon which, by the application of a Few Drops of Water, any Man, Woman, or Child can cause a Beautiful and Perfect Photograph to be Instantly Produced! Each Pack contains Material for Three Photographs, Three Developers, Gold Bordered Cards for Mounting, and Full Directions. - - - - Price per pack, 25 cts.

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A New and Novel Invention for writing in Cipher, Capable of numerous transpositions. May be used, also, as a Puzzle Game, taxing the skill and ingenuity of the players. - - Price, 30 cts.

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With which may be told Any Person's Age, the Number of Dollars in his Pocket, Books in his Library, &c., &c. - Price, 15 cts.

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A Card Photograph, which will appear or disappear, at the pleasure of the performer. - - - - - Price, 15 cts.

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An Oriental Mystery. - - - - Price, 10 cts.

MISCELLANEOUS.

Adams & Co.'s Golden Pens.

These pens are used by all the principal Merchants, Bankers, Mercantile Academies, and Professional Men, throughout the country. They are furnished by the American Board of Foreign Missions to their stations in all parts of the world, being selected, in preference to all others, for their Remarkable Flexibility, Durability, Anti-Corosiveness, Economy, and Adaptation to the Wants of all Writers, universally admitted to be superior to steel, and by many preferred to the best gold pens.

☞ BEWARE OF IMITATIONS. Every Genuine Pen has stamped upon it, — ADAMS & CO.'S GOLDEN PEN.

No. 1, *For General Use in Every Department.*

No. 2, *Extra Fine Points, for Choice Penmanship.*

Slide Box, containing	12 of No. 1, - -	Price, 25 cts.
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" " "	6 of 1 and 6 of 2, -	Price, 25 cts.
Large Box, containing	One Gross of No. 1, -	Price, $2.00.
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The above Sent Post-Paid by Adams & Co., Boston, Mass.

Adams & Co.'s New Golden Pen, "The Falconette."

A size intermediate between the celebrated Nos. 1 and 2. Th extended popularity of ADAMS & CO.'S GOLDEN PENS obviates th necessity for any recommendation of this new one to the public. single trial will enable it to speak for itself. For posting, and especiall for Lady Accountants, it is unrivalled.

Per Box of One Gross, $2.00.
" " " " 25 cts.

Premium Ink Powder.

For producing, almost instantly, a superior Jet Black Writing Ink that will not corrode the pen, thicken or mould; will keep in an climate for any length of time; does not require age to give it colo but always writes black, and writes well. Each package will make ou quart. Full directions given. - - - - Price, 30 cts.

Ginger Snaps.

A Collection of Two Thousand Scintillations of Wit, Short, Crisp Pungent; all selected with care, so that they may be read by men an women, boys and girls, at any time and place. A book for farmer folks at home, and travellers. Take it up at any time, you will fin something you have never seen before, that will make you shake wit honest laughter. - - Prices: Paper, 25 cts; Cloth, 50 cts.

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A Volume of 360 pages, comprising Voyages in Merchantme Coasting, and Trading Vessels; Shipwrecks and Captivity; Toug Yarns on Shipboard; Life in the Tropics; Laughable Adventures o Shore; Storms and Disasters at Sea; Perils of the Grand Fisheries, an an almost Endless Number of Incidents, Anecdotes, and Stories co nected with Life at Sea and in Foreign Ports. Illustrated with Nin Splendid Full Page Engravings. Prices: Paper, 75 cts; Cloth, 1.25.

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A Delicate and exquisite Sachet Perfume. A charming additio to the contents of a glove-box, handkerchief-case, writing-desk, cab net, or bureau-drawer, or to personal apparel; imparting to eve article an odor as fine and sweet as that of the most beautif flowers. - - - - - - - - Price, 30 cts.

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